

EXHIBIT 6

Contact

www.linkedin.com/in/robedgell
(LinkedIn)

Top Skills

iPhone
OAuth
Facebook API

Rob Edgell

Senior engineering manager, Roku UI at Roku Inc.
Austin, Texas Area

Summary

Rob Edgell is a proven leader in software engineering and technical strategy, focusing on leadership, building teams, prototyping and architecting technical solutions.

A self-taught technologist, Rob has been developing and leading developers for over 10 years. He has a radically different perspective on integrating technology with design, driven by his eye for the arts and insight into consumer needs.

Experience

Roku Inc.
Senior engineering manager, Roku UI
July 2018 - Present
Austin, Texas

Headstorm
Manager, Project Leader
March 2018 - July 2018 (5 months)
Addison, Texas

Fossil Group, Inc.
7 years 7 months
Director of Software Engineering
February 2016 - February 2018 (2 years 1 month)

- Responsible for overall software strategy and implementation for Android Wear connected devices
- Core contributor over 4 years bringing connected devices revenue from 0% to 20% of company revenue
- Rapid prototyping of new ideas and concepts using Java for Android, Firebase, Google Cloud Services.
- Responsible for creating presentations and pitching concepts and ideas to internal partners and external licensors.

- Responsible for attending remote video shoots to support licensors and ensure overall quality of commercial advertising
- Subject matter expert for Android Wear development
- Manage and in-house team of software developers, along with a remote team in Vietnam, India and China
- Managed relationships with 3rd parties include Google, Intel, Qualcomm and our ODM in Taiwan
- Identify brand needs and identify the tools and resources needed to deliver on time and on budget
- Grew the team and the platform to support 9 brands running on various generations of hardware

Senior Manager of Software Engineering

February 2015 - February 2016 (1 year 1 month)

- Continued responsibility of growing the software engineering team and its capabilities
- Worked with team to architect an OpenGL rendering engine for Android Wear watch face development
- Work with internal brand and external licenses to on board them to Android Wear. These were the first tech products for our brands.
- Identify brand needs, architect, prototype and deliver solutions

Manager of Software Engineering

June 2014 - February 2015 (9 months)

- Third member of the connected devices team
- Identified and hired talent to deliver our generation 1 Android Wear device, Hybrid watch and fitness tracker
- Worked directly with Intel software engineering to architect and deliver firmware to support connected devices
- Worked directly with Google to implement solutions for multi-brand support within a single Android Wear build

Manager of Retail Mobility

February 2012 - June 2014 (2 years 5 months)

dallas/fort worth area

- Responsible for building a new team focused on solving retail reporting issues in Asia
- Identified talent and built a 6 person team to support the development of a custom iOS retail management application
- Architected a REST based interface for communication between the application and backend server

- Setup and managed an auto scaling environment on AWS
- This solution provided daily insight to each stores inventory counts, sales and overall productivity. Prior to this solution visibility into key indicators was limited and often incorrect.
- Solution was deployed in 400+ locations within our Asia Pacific retail locations
- Responsible for traveling and training key users
- Responsible for traveling and installing and setting up new locations

Lead UI Developer

August 2010 - February 2012 (1 year 7 months)

Dallas/Fort Worth Area

- Responsible for rebuilding multiple brand websites using reusable components that could be shared across projects
- Implemented a modular based system using RequireJS
- Implemented Handlebars for front end templating
- Rebuilt fossil.com, relicbrand.com and watchstation.com

Tribal DDB

Software Engineering Manager

December 2009 - August 2010 (9 months)

Dallas, Texas

- Managed a team of 8 developers
- Met with clients to identify needs and concept ideas
- Architect reusable solutions that could be leveraged across projects
- Managed software projects and timelines for clients such as Bud Light, Mountain Dew, Pepsi, Dyson, American Airlines, Mobil 1 Racing and Project RED

Tribal Worldwide

Senior Software Engineer

December 2006 - July 2009 (2 years 8 months)

- Responsible for core development on client projects
- Maintained 80%+ billable time
- Built promotions and contest sites for Pepsi, Mountain Dew, Ford and more.

Austin Lloyd Marketing

Software Engineer

October 2004 - December 2006 (2 years 3 months)

- Responsible for building and maintaining websites for various local clients

Education

University of North Texas

Bachelor's degree, General Studies · (2001 - 2005)